THE LOST CAVERNS OF IXALAN

SETUP & INSTRUCTIONS:

Each player places a marker on the space labeled Orazca before the game begins. That marker tracks their progress as they approach Chimil, the Inner Sun!

Once you've decided which location to advance to, you get its reward immediately.

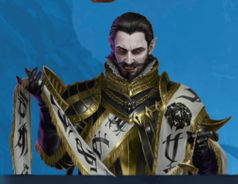
Have all players review the God cards—players can claim one once they reach Chimil.

ORAZCA

At the beginning of your end step, if you've cast a spell with **mana value 3** or greater OR attacked two or more opponents this turn, advance to an **UNOCCUPIED** location below.

THE BRAZEN COALITION

Create a Treasure token.
(It's an artifact with "{T}, Sacrifice this artifact: Add one mana of any color.")



THE DUSK LEGION

You draw two cards and you lose 2 life.

THE RIVER HERALDS

Create two 1/1 blue Merfolk creature tokens with hexproof.

THE SUN EMPIRE

Create a 3/3 green Dinosaur creature token with trample.

At the beginning of your end step, if you've cast a spell with **mana value 4** or greater OR attacked two or more opponents this turn, advance to an **UNOCCUPIED** location below.

THE MYCOIDS

Return a permanent card from your graveyard to the battlefield.

THE MALAMET

Put four +1/+1 counters, a first strike counter, and a trample counter on a creature you control.

THE OLTEC

Create a token that's a copy of an artifact you control.

At the beginning of your end step, if you've cast a spell with **mana value 5** or greater OR attacked two or more opponents this turn, move to Chimil, the Inner Sun.

CHIMIL, THE INNER SUN

Claim an unclaimed God card. You gain its effects for the rest of the game.

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Lie Setiawan, Pace Wilder, Zoltan Boros, Bryan Sola, PINDURSKI, Maxime Minard, Alayna Danner, Gaboleps
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